XBOX 360

XBOX LIVE

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

GREETINGS

Here's one big roundhouse kick of appreciation for your purchase of "THE KING OF FIGHTERS XII" for Xbox 360.

Be sure to read through this instruction manual before beginning the game.

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Please note: THE KING OF FIGHTERS XII was under development at the time this manual was written. The game contents are subject to change without any notice.

A minimum of 10MB of open memory is necessary to save data for this game.

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GAME RULES

FOR 3-ON-3 TEAM BATTLES

TOURNAMENT FORMAT

Teams of three characters square off against each other in 3-on-3 elimination matches.

TIME LIMIT

Rounds have a time limit of 60 "seconds" and time runs out if the match remains unsettled during this interval.

MATCH OUTCOMES

- The first to defeat all members of the opposing team becomes the winner of that match.
- Should a match end in a draw between the third members of each team, both teams lose.

CONDITIONS FOR WINNING ROUNDS

- If your opponent runs out of life energy and time remains on the clock, you win by a knockout.
- If your remaining life energy is greater than your opponent's when time runs out, you win the round by decision.

CONDITIONS FOR ROUNDS ENDING IN A DRAW

- When the life energy for both characters simultaneously runs out with time remaining, the game ends in a draw by double knockout.
- When the remaining life energy for both characters is the same when time runs out, the match ends in a draw.

LIFE ENERGY

- When you win a round, you proceed to the next round without having all of your life energy restored; however, some will be restored slightly based on a "time bonus."

** Some of these rule settings (the time limit, etc.) can be changed using the Game Options Menu (p.20) in the Option Mode.*

FOR 1-ON-1 SINGLE BATTLES

BATTLE FORMAT

- Characters wage a one-on-one match consisting of three rounds.

TIME LIMIT

- Rounds have a time limit of 60 "seconds" and time will run out if the match remains unsettled during that interval.

MATCH OUTCOMES

- The first player to win two rounds becomes the winner of that match.

CONDITIONS FOR WINNING ROUNDS

- If your opponent runs out of life energy and time remains on the clock, you win by a knockout.
- If your remaining life energy is greater than your opponent's when time runs out, you win the round by decision.

** Some of these rule settings (the number of rounds, the time limit, etc.) can be changed using the Game Options Menu (p.20) in the Option Mode.*

BASIC COMMANDS

XBOX 360 CONTROLLER

** All button commands referred to in this instruction manual reflect initial settings (SET TYPE A).*

** The player who presses the START button first when the title screen is displayed becomes the "host" and will be able to select modes and change various items.*

BEGINNING GAMES

ARCADE: ARCADE MODE (p.11)
This is a single-player mode against a computer-controlled opponent. Battle through all 5 of the time-attack matches.

VERSUS: VERSUS MODE (p.12)
This mode lets you go up against another player or take on computer-controlled characters.

PRACTICE: PRACTICE MODE (p.13)
This is a special mode for practicing.

REPLAY: REPLAY MODE (p.18)
This is a special viewing mode. It lets you watch match sequences you have saved in Versus and Online Modes.

ONLINE: ONLINE MODE (p.14)
This is a special mode for online battles. With Xbox LIVE you can battle it out online.

GALLERY: GALLERY MODE (p.19)
A special mode for viewing game artwork. You can look over artwork for each character. These are locked in the initial setting.

MARKETPLACE: THE Xbox LIVE MARKETPLACE (p.19)
A special "online store" mode that lets you purchase items in the Xbox LIVE Marketplace.

OPTIONS: OPTION MODE (p.20)
This mode allows you to change various game settings.

** You must sign up for a Xbox LIVE Gold Membership to battle online with the "ONLINE" option, and a Silver Membership or higher to access the "Xbox LIVE MARKETPLACE" online store.*

SAVING GAME DATA
The progress you make throughout the game is automatically saved in the various modes or after you change settings in Option Mode. A storage capacity of 10MB or more open memory is required when saving data.

GAME SCREEN

1 TIME ATTACK DISPLAY: (exclusive to Arcade Mode) Shows the aggregate amount of time that has elapsed since the beginning of the game.

2 TIME LIMIT: Shows the amount of time remaining in the round.

3 LIFE GAUGE: Shows the current remaining life energy for the characters fighting.

4 CHARACTER-IN-USE PANEL: Shows the faces of characters in the order they will fight.

5 CRITICAL COUNTER GAUGE: This rises as you receive damage, strike opponents with attacks, or guard against them. A Critical Counter can be activated when it reaches MAX.

6 POWER GAUGE: This gradually increases with each attack that hits your opponent, and when you guard against moves, or receive damage as well. When full (MAX), Super Special Moves are enabled.

PAUSE MENU

Pressing the ▶ button during battles calls up the Pause Menu shown below.

CONTINUE
Resumes the battle.

COMMAND LIST
Shows the command list for various moves of the character you're using. The contents of the command list changes in response to changes made to the Command Mode.

BUTTON CONFIG
This calls up the Button Configuration Menu to change command settings for the controller.

CHARACTER SELECT
This returns you to the Character Select screen to let you change your player character.

GAME END
This ends the match and returns you to the Main Menu screen.

COMMANDS DURING BATTLES

All commands shown below reflect the initial settings (SET TYPE A). Arrows in the list represent areas to press or move the ○ or Ⓛ and assume characters movement from the left to the right of the screen.

LIST OF COMMANDS

MOVE	➡ or ⬅
DASH	Press ➡ ➡ quickly (keep pressing down to continue the dash)
BACKSTEP	Press ⬅ ⬅ quickly
JUMP	Press ⬆
SMALL JUMP	Tap ⬆
MEDIUM JUMP	After tapping ⬇, tap ⬆.
LARGE JUMP	After tapping ⬇, press ⬆.
CROUCH	Hold ⬇
GUARD	Hold ⬅ (upper) or ⬇ + ⬅ (lower) when attacked
FORWARD EMERGENCY EVASION	X + A
BACKWARD EMERGENCY EVASION	⬅ + X + A
BLOW BACK ATTACK	Y + B [keep holding the buttons for a more powerful attack]
AERIAL BLOW BACK ATTACK	Y + B while airborne
FORWARD THROW	Near opponent, ➡ + X + Y
REVERSE THROW	Near opponent, ⬅ + X + Y
FALLBREAKER	X or Y or A or B when knocked back
CRITICAL COUNTER	Activated when you land a counter attack against an opponent's move at close range with Y or B when the Power Gauge is at MAX (the ○ and Ⓛ however, must not be used).
GUARD ATTACK	⬅ + Y + B the second an attack is about to connect.
SUPER SPECIAL MOVES	Enter special commands for each character when the Power Gauge hits MAX.

This section offers a simplified description of important points, moves and character status during battles.

UNLEASH A FLURRY OF ATTACKS TO INCREASE THE POWER GAUGE!

The Power Gauge at the bottom of the screen gradually rises as you strike or guard against opponents until it reads "MAX". This state of maximum power lasts temporarily, allowing you to use Super Special Moves.

When Critical Counters Activate... Let Loose the Smackdown!

The Critical Counter Gauge appears under the Life Gauge and increases as you receive damage, land attacks or guard. When the gauge reaches MAX, a Critical Counter can occur if you counterattack with a strong punch or kick at close range(*). This renders your opponent temporarily immobilized (Critical Damage), allowing you to unleash a barrage of attacks at this time. Critical Counters are most likely to happen as you exchange body blows, so stay on the offensive without shrinking from your opponent's attacks.

** You can't activate a Critical Counter, however, if you press the ○ or move the Ⓛ during these exchanges.*

The Critical Counter occurs with a close-range hard punch!

Zoom in! Pound away with a series of attacks.

The green after-glow signals Critical Damage is ending.

Your chance to finish it off!
End the battle with your favourite move!!!

Unload a Super Special Move the instant a Critical Counter occurs. And witness action you never thought possible!!!

BURST-IN PLAY

Pressing the ▶ button of the unused Xbox 360 Controller during Arcade Mode begins Burst-In Play, conducting a two-player battle. Should the challenging player win the match, the Time Attack battle will restart from the first stage.

VERSUS MODE

This mode offers you the sheer enjoyment of "THE KING OF FIGHTERS XII" battles.

BEGINNING MATCHES

1 VS MENU

Select and confirm one of the two battle formats below.

- Team VS: This lets you play team versus battles.
- Single VS: This lets you play single-character versus battles.

2 SELECT A CONTROLLER

Select and confirm a controller to use from the Xbox 360 Controllers. Next, switch to the lower part of the window using the ◯ or ❶ to determine which controller will be used for the player.

3 SELECT YOUR CHARACTER

In the case of 3-on-3 team battles, select and confirm three characters, or one character in the case of 1-on-1 single-battles.

4 SELECT COMMAND MODE

Select a method for using Special Moves (Command Mode) during battles.

5 SELECT OPPONENT

Select your opponents.

6 SELECT THE ORDER

Determine the order characters appear in 3-on-3 team-battle matches.

7 SELECT A STAGE

Select a stage to battle in.

8 BEGIN THE MATCH!

PRACTICE MODE

This mode lets you change settings and practice moves as you desire. Pressing the ▶ button during practice calls up the Practice Menu shown below.

PRACTICE MENU

CONTINUE

This lets you resume practicing.

WATCH

Lets you watch CPU vs. CPU gameplay.

CONTROL

This lets you change Practice Mode settings to be against the CPU, an opposing PLAYER, or a DUMMY.

ACTION

Sets the type of computer character movement.

ATTACK

Sets the type of attack for the computer character.

GUARD

Sets the type of defense for the computer character.

CPU LEVEL

Sets the CPU's level at EASY, NORMAL, or HARD

COUNTER

Determines if mandatory counter-hit damage is made.

POWER GAUGE

Sets the Power Gauge to be at Normal or MAX

CRITICAL COUNTER GAUGE

Sets the Critical Counter Gauge to be at Normal or MAX

DEFAULT

Returns all Practice Menu settings to their initial settings.

ATTACK DATA DISPLAY

Determines if the Attack Data Display is turned ON or OFF

BUTTON CONFIG

This calls up the Button Configuration Menu to change command settings for the controller.

COMMAND LIST

This calls up a list of commands for each type of your character's moves.

STAGE SELECT

This lets you change the stages used for practice mode.

MEMBER SELECT

Returns you to the Character Select.

GAME END

This returns you to the Main Menu screen.

ONLINE MODE

This mode lets you take on players online from all around the world through Xbox LIVE. You can also watch the battles of other players or use text and voice chat as you wait.

CAUTION!

To enjoy battles with this game's online mode, you must subscribe to the Xbox LIVE Gold Membership.

ONLINE MENU

Choosing "ONLINE" on the Main Menu screen calls up the Online Menu screen, letting you play one of three types of online matches – Arcade, Ranked, or Player Matches – or view online rankings.

ARCADE MATCH

This is a battle mode where accomplishments in online battles are reflected as a battle point ranking.

RANKED MATCH

This battle mode lets you enjoy online play while results are directly correlated to your TrueSkill™ ranking.

PLAYER MATCH

In this battle mode you can casually enjoy matches without effecting rank.

LEADERBOARDS

This lets you view various types of online rankings.

GAMER PROFILE

This lets you confirm your rankings in online battles.

RULES OF CONDUCT FOR ONLINE BATTLES

Arcade matches, Ranked matches and Player matches in the Online Mode are conducted according to the following rules.

ARCADE MATCHES/ PLAYER MATCHES

- The battle format is a 3-on-3 team match where you choose 3 characters to battle it out.

- You can select a 1-on-1 single battle or a 3-on-3 team battle.
- For a single battle, a maximum of 8 players can enter a room to fight. These matches proceed one after another as players await their turn.
- For team battles, 6 players enter a room to wage an elimination battle with three people on the red team and three on the blue team.
- Only in the Arcade Mode are the battle points you gain reflected in your online ranking.

RANKED MATCHES

- The battle format consists solely of 3-on-3 team battles.
- The battle format for players in the room is exclusively a player VS player single match.
- Only two players can enter a room in Ranked Matches.
- Your "TrueSkill™" is reflected in your online ranking.

MISCELLANEOUS

- Since battle points represent the extent of your experience, your level rises with the number of matches you play.

BEGINNING ONLINE BATTLES

When battling online in Arcade matches, Ranked matches or Player matches, you can select from the following methods below.

QUICK MATCH

This rapidly searches for an opponent of similar rank using an unconditional quick search.

CUSTOM MATCH

Set various conditions and search for an opponent who meets them.

CREATE ROOM

This creates a room where you become the host to recruit opponents. Set conditions for the room with the Create Room screen. You then wait until an opponent shows up and the match begins.

FRIEND INVITE

This lets you recruit opponents among players that are registered as friends. You cannot invite more players than the set limit (up to a maximum of 7) to your room.

TO INVITE AND BATTLE AGAINST PLAYERS LISTED AS FRIENDS...

After entering a room (p.16), you can send invitations to other players listed as friends via the Xbox Guide button.

ROOM SETTINGS

When making various settings for a room using Custom Match or Create Room, change the options shown below.

ROOM NAME (with Create Room only)

Lets you enter, save and change room names.

BATTLE TYPE

Lets you set the format of player sessions to either single matches or to 3-on-3 team matches.

MAX PLAYERS (with Create Room only)

This sets the maximum amount of people who can participate in a room. In the case of single matches a maximum of 8 people is possible while a maximum of 6 for team battles.

FRIEND SLOTS (with Create Room only)

This lets you set up to a maximum of 7 friend slots for a room.

GAME MODE

Sets the progress for matches in the room to WINNER STAY, LOSER STAY, or SPARRING (a special player changes opponents and continues to fight regardless of the outcome).

ROUND TIME

This lets you set round time limits (countdowns) to one of the following three settings: 30, 60, or 99.

LANGUAGE

This lets you promote a language used for voice chat and text chat in the room though there's no way to enforce the use of a particular language.

ROOM LEVEL

This lets you set the skill level limit for the players participating in the room. This setting only applies to arcade matches and has no effect on two-player matches.

VOICE CHAT(only in Create Room)

Lets you turn the voice chat on or off using the Room and Battle Preparation screens.

FROM ENTERING ROOMS TO BEGINNING MATCHES

1 ROOM SCREEN

Select from the options below

ENTRY: Takes you to the Battle Preparation screens.

PROFILE: Shows the battle results for the online matches of each player in the room.

CHAT: Calls up the software keyboard to carry out text chatting. You can chat directly with all or just specific members in the room. Unsuitable words are blanked out as they are entered.

WARNING: THE ICONS NEXT TO PLAYER NAMES

The player's level, status as host or clan member, connection type and voice chat member status are indicated by icons beside player names.

2 BATTLE PREPARATION SCREEN

START: Take part in online battles when your turn comes around. You can watch other players battle it out while waiting for your turn.

WITHDRAW: Yield the champion's throne to another player. You can only select this if you are the current champion.

PROFILE: Shows the battle results for the online matches of each player in the room.

ONLINE RANKINGS

Selecting "Leaderboards" on the Online Menu screen lets you look over the online rankings shown below.

LEADERBOARD OPTIONS

BATTLE POINT RANKING

A ranking that converts your experience in online battles into battle points and totals them.

TIME TRIAL RANKING

A ranking of time attack records from Arcade Mode.

CHARACTER RANKING

This ranking shows the percentage of use for characters in online battles.

TRUESKILL™ RANKING

A ranking that represents your online ability as a TrueSkill™ value.

REPLAY RANKING

This is a list of user uploaded video replays, which may be downloaded to the REPLAY MODE on the main menu.

MENU

YOUR RANK

Lets you search your own rank among the various rankings.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to *www.xbox.com/live/countries.*

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to *www.xbox.com/familysettings.*

REPLAY MODE

In this mode you can watch the videos of matches you saved in Versus Mode (p.12) or Online Mode (p.14) as video replays.

VIEWING VIDEO REPLAYS

1 REPLAY SELECT

If you have saved replay data, the Replay Select screen will appear when you select "REPLAY" on the Main Menu screen.

2 REPLAY MENU

The menu for selected replay data.

REPLAY: Plays back video replays.
DELETE: Deletes video replays.

UPLOAD: This lets you upload video replays online (only if you are connected online). Video replays uploaded online can be seen by other players publically in the Replay Ranking (p.17) of the Online Mode.

RENAME: You can change the file names for video replays as you like.

SAVING VIDEO REPLAYS

You can record battles in Versus Mode as videos for replay. When you switch the "REPLAY" option in the Game Options Menu (p.20) to "ON", the match played is automatically recorded.

** This recorded match can be played back in Replay Mode (p.18).*

** You can save up to 100 files of replay data.*

GALLERY MODE

This is a mode that lets you view character illustrations, misc. artwork from "THE KING OF FIGHTERS XII."

CONDITIONS FOR UNLOCKING ARTWORK

Choose a character whose artwork you want to access and make it through all 5 matches of the Arcade Mode without losing to unlock their artwork.

THE XBOX LIVE MARKETPLACE

This mode connects you directly to the Xbox LIVE Marketplace. Here you can directly purchase extra contents such as custom themes, etc.

CAUTION!

To enjoy battles in this game's online mode, you must sign up for an Xbox LIVE Silver Membership or higher.

OPTIONS MODE

GAME OPTIONS MENU

ARCADE MODE OPTIONS

CPU-LEVEL
Lets you set the difficulty of the computer character.

PLAY TIME
Allows you to choose from three levels of time limits for rounds.

DEFAULT
Returns all settings for Arcade Mode to their initial state.

VERSUS MODE OPTIONS

CPU-LEVEL
Lets you set the difficulty of the computer character.

ROUND
You can set the number of victories required to win a 1-on-1 single battle.

PLAY TIME
Allows you to choose from three levels of time limits for rounds.

STAGE SELECT
This lets you determine if the Stage Select option is activated.

DEFAULT
Returns all settings for Versus Mode to their initial state.

REPLAY OPTIONS

REPLAY
This lets you determine whether replay data is saved (ON/OFF) after matches.

DEFAULT
Returns all Replay settings to their initial state.

SYSTEM OPTIONS MENU

The System Option Menu lets you change various settings such as the language, audio, image processing, etc...

LANGUAGE
This lets you set the language for messages during the game to one of six: English, Japanese, French, Italian, German, or Spanish.

VOICE
This lets you set the language for the audio during games to either English or Japanese.

SOFT FILTER
This lets you determine if the anti-alias processing of graphics is enabled: OFF / 1 / 2 / 3 (DEFAULT)

DEFAULT
This returns all settings of the System Option menu to their initial state.

RETURN
This returns you to the Options Menu screen.

SOUND OPTIONS MENU

The Sound Option menu lets you change various audio output settings.

BGM VOLUME
This lets you adjust the volume of the music soundtrack to one of 16 levels, 0 to 15.

SE VOLUME
This lets you adjust the volume of sound effects to one of 16 levels, 0 to 15.

SOUND TEST
This allows you to sample various soundtrack selections.

DEFAULT
This returns all audio output settings to their initial state.

RETURN
Returns you to the Options Menu screen.

CREDITS

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WARRANTY

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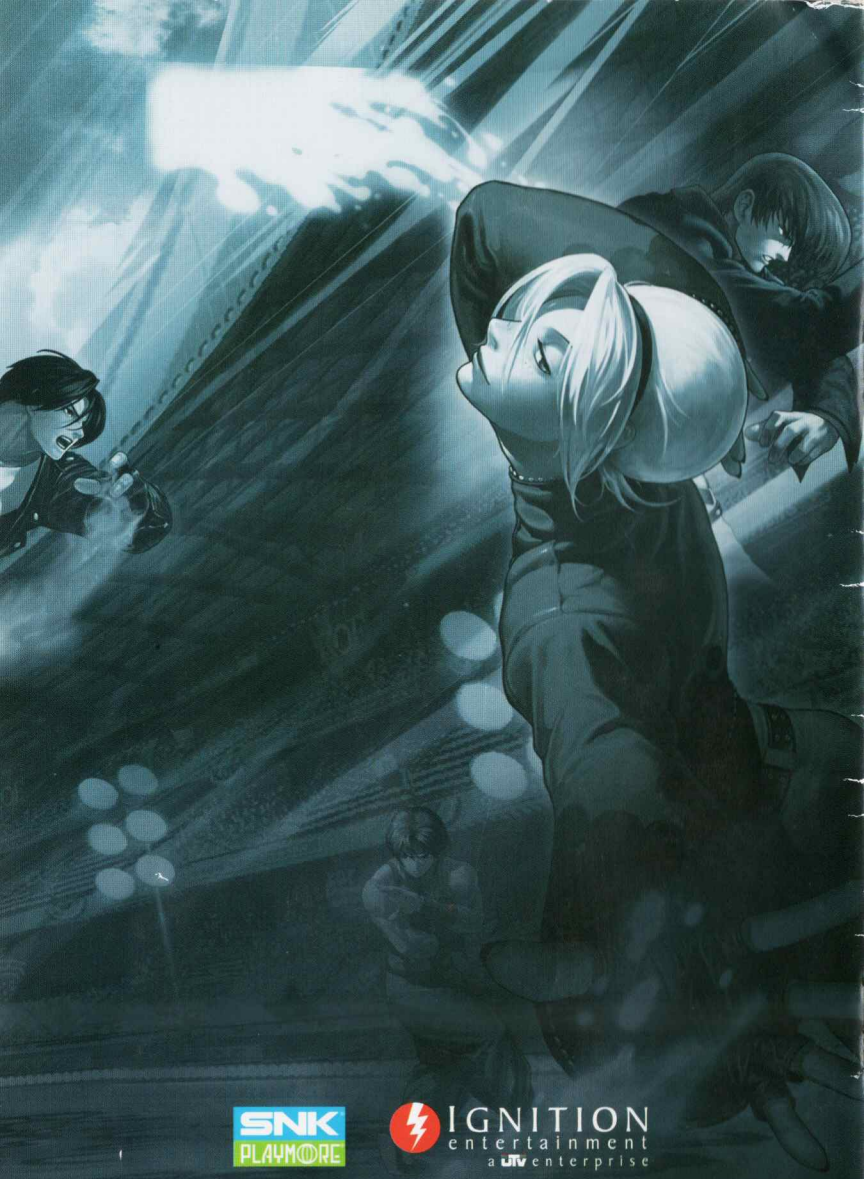

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